(54) IMAGE PROCESSOR

(57) Abstract:

PROBLEM TO BE SOLVED: To reduce the time for data transfer at the time of multiplying image representation and to accelerate processing time transferring data which is divided and stored in a 2nd storing means to an area for movement display of a 1st storing means based on the relation between stored data which are divided when a moving body moves.

SOLUTION: Texture memory 21 is used with it divided into a common area 21a, an area 21b for even blocks and an area 21c for odd blocks. Texture data which are needed for the surroundings of a moving body are taken out from the areas 21b or 21c of the memory 21 as a game develops. In such a case, when the rewriting of an area of a corresponding block is necessary of the memory 21 from the relationship of odd blocks and even blocks when there is change of the areas of the memory 21, only the texture data of a corresponding block which is formed in the area of a corresponding block of the memory 21 is transferred.